

**GAME BOY ADVANCE**

DISNEY AND WALDEN MEDIA PRESENT

AGB-B2WE-USA

# THE CHRONICLES OF NARNIA

THE LION, THE WITCH AND THE WARDROBE



**INSTRUCTION BOOKLET**





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE OR NINTENDO DS™  
VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.**



**THIS GAME IS COMPATIBLE WITH THE WIRELESS ADAPTER ACCESSORY.**

***Important Legal Information***

*Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.*

*This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.*

*The contents of this notice do not interfere with your statutory rights.*

*This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.*

*Rev-D (L)*



LICENSED BY

**Nintendo®**





# NARNIA

## The Chronicles of Narnia: The Lion, The Witch and The Wardrobe

Getting Started . . . . .	3	The Children's Health . . . . .	7
Title Screen . . . . .	3	Bonfires . . . . .	10
Menu Controls . . . . .	3	Narnian Essence . . . . .	11
Main Menu . . . . .	4	Nobilities . . . . .	12
In-Game Menu . . . . .	5	Multiplayer . . . . .	15
Playing the Game . . . . .	6	Mr. Tumnus' Lost Items . . . . .	16
Controls . . . . .	6	Customer Support . . . . .	17







DISNEY AND WALDEN MEDIA PRESENT

# THE CHRONICLES OF NARNIA

THE LION, THE WITCH AND THE WARDROBE

*~ You open a door and enter a World ~*

Narnia... a world frozen in eternal winter... a land waiting to be set free.

Four adventurers step through a wardrobe and into the land of Narnia, a land enslaved by the power of the evil White Witch. But when almost all hope is lost, the return of the Noble Lion Aslan, signals a great change... and a great sacrifice.

The fate of Narnia rests in your hands.  
Can you free the land and fulfill your destiny?





# Getting Started

1. Make sure the POWER switch is OFF.
2. Insert **The Chronicles of Narnia: The Lion, The Witch and The Wardrobe** Game Pak into the Game Boy® Advance slot.
3. Turn the POWER switch ON.

**NOTE:** **The Chronicles of Narnia: The Lion, The Witch and The Wardrobe** Game Pak is designed for the Game Boy Advance system. Single player game play also compatible with Nintendo DS system.

## Title Screen

Select your preferred language and press **Start** to proceed to the Main Menu.

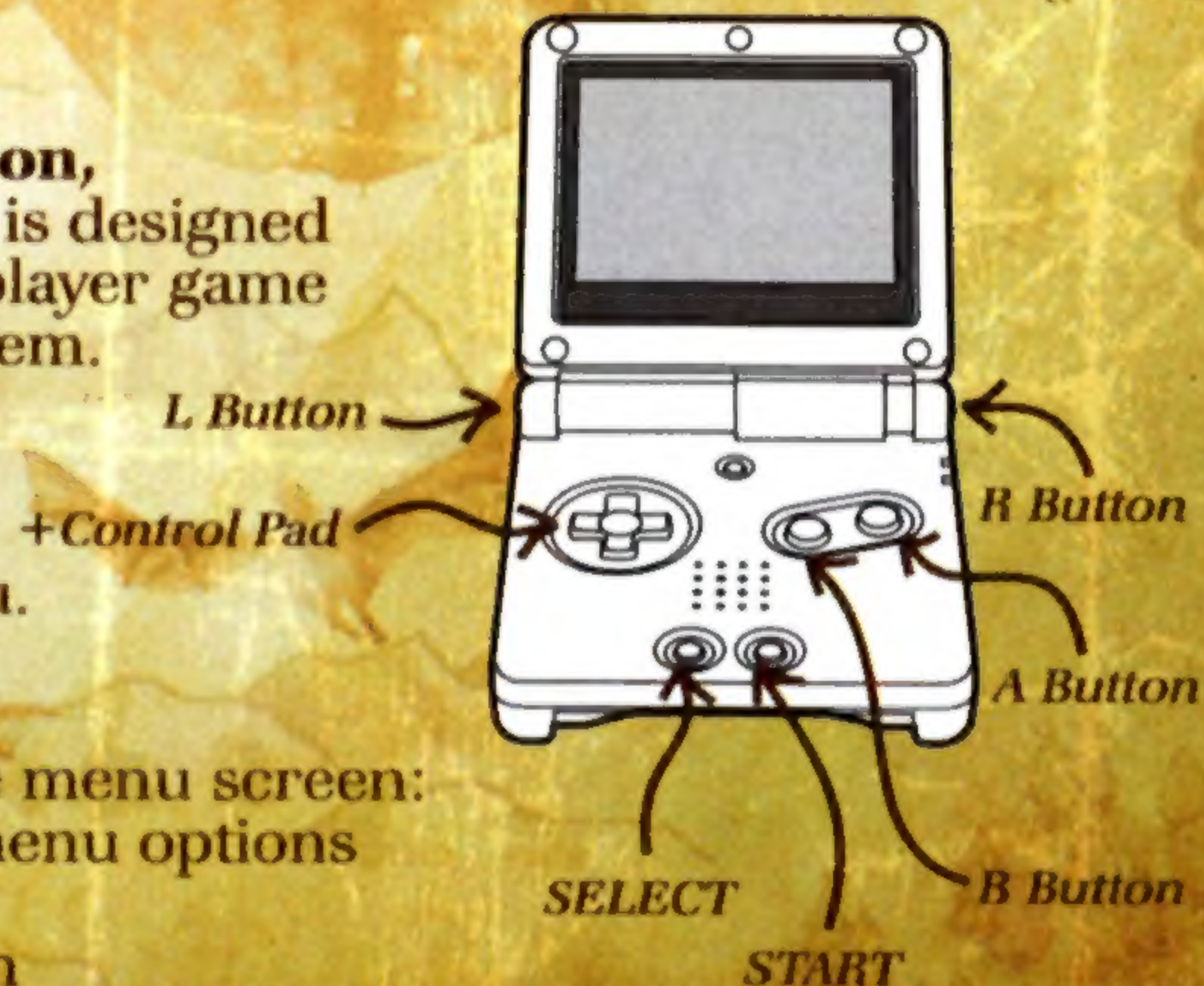
## Menu Controls

Use the following buttons to navigate the menu screen:

**+Control Pad Up / Down** - Highlight menu options

**A Button** - Select option

**B Button** - Return to the previous screen







# Main Menu

**New Game** - Start the adventure from the beginning.

**Load Game** - Restore a previously saved game by selecting it from three available game slots.







**Multiplayer** - With the Game Boy® Advance Wireless Adapter or the Game Boy Advance Game Link® cable, you can connect with a friend and play cooperatively through select chapters of the game.

**Options** - Change the game's **Language** between English, Dutch, French, German, Spanish and Italian; Switch the **Gamma** setting between Normal and Bright; Adjust the audio level for the **Sound FX** and **Music**; and view the production **Credits**.

### **In-Game Menu**

Press Select to enter the In-Game Menu. From the In-Game Menu, you can **Resume** playing the game; Go to **Mr. Tumnus' House** and view all of his found items; Adjust the game's **Options**; **Save** the game to one of three game slots; or **Quit** the game and return to the Main Menu.

**Difficulty** - You may change the difficulty of the game at any time by pausing the game and accessing the **Options** menu. There are four levels of difficulty: Easy, Normal, Hard and Epic. Epic mode is only available once players collect all of Mr. Tumnus' lost items. The game is set to Normal difficulty by default.







# Playing The Game

## Controls

**Move** - **+Control Pad**

### **Attack** - **A Button**

**Timed Attack** - Press the **A Button** at the peak of your attack to quickly execute a second attack.

**Charged Attack** - Once the Pevensies have unlocked the ability to use their charged attack, press and hold the **A Button** to charge a powerful attack. Once charged, you can reposition yourself before releasing the button to unleash the attack.

### **Use Nobility** - **B Button**

**Inventory** - Press the **R Button** to pause the game and access the inventory screen. To access the Nobility menu, press the **+Control Pad Up/Down**. Use the **+Control Pad Left/Right** to browse through the available items in either menu. Press the **A Button** to select an item.





**Call for Help** - If you need the immediate help of the other children in a fight, press the **L Button**. The shield meter at the top left corner of the screen must be fully charged before you can call for help. *This feature is for Single Player only.*

**Pause Menu** - Start

**In-Game Menu** - Select

### **The Children's Health**

There are many things in Narnia that can harm the Pevensie children. In addition to hostile enemies, the icy cold of the land affects the children as well. Although they have their fur coats, without a hot fire or hot food, they will quickly lose health.


The Temperature Meter at the top right corner of the screen shows how cold the children are becoming. If the meter drops too low, the cold will begin to affect their health and the Health Meter at the top left corner of the screen will begin to show damage. Drinking tea, eating warm toast

*Health Meter*

*Temperature Meter*







or standing next to a fire will restore the children's warmth. Eating any of the food found throughout Narnia will help restore health to the children.

The denizens of Narnia are civilized people and know how to make a good sandwich. They also make a fine cup of tea. Food and drink can be found hidden all over Narnia: under stumps, encased in ice, and stored in chests. Any item that you find will automatically go into your Inventory, which can be accessed by tapping the **R Button**.

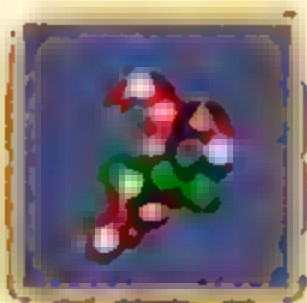


**Sandwich** - One sandwich will completely restore the children's health.



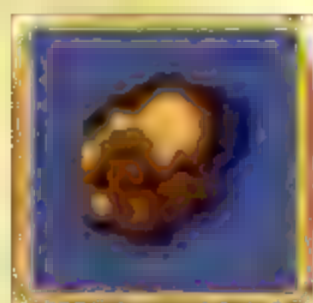
**Cookie** - The delicious cookie will give the children enough energy to restore half of their health.





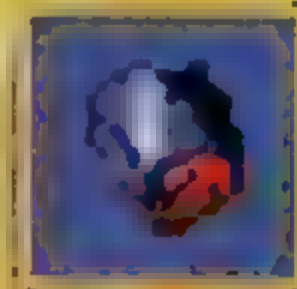
Candy - A sweet treat from Father Christmas that will restore a quarter of the children's health.

Tea - A nice cup of hot tea will keep the children warm enough to keep moving.



Toast - If the children's temperature falls too low, snack on some toast to keep it out of the danger zone.

Matches - Use the matches to start any unlit bonfire.





## Bonfires

When the children begin to feel the chill of winter, standing next to a roaring fire will restore warmth to their bodies. Even the White Witch's minions need warmth to survive. For that purpose, bonfires can be found all throughout the frozen areas of Narnia. Some bonfires are already lit, but many are unused. Once you find a box of matches, you may use them from the inventory to light any unlit bonfire.



**Flaming Stick** - When Peter places his wooden sword into a fire, it will catch fire. Peter may then use the flaming stick to cause extra damage when attacking an enemy, to help melt through icy barriers or to light other unlit bonfires.



## Narnian Essence

All creatures in Narnia are endowed with quantities of Narnian Essence. If an enemy has extra reserves of Narnian Essence when they are defeated in combat, that reserve will be left behind in the form of a crystal. Collecting the crystal will temporarily endow the character with extra health or strength.



Yellow Essence - Instantly restores some health to the children's Health Meter.



Blue Essence - Temporarily decreases the amount of damage that the children incur by enemy attack.

Red Essence - For a short time, any damage caused when attacking an enemy will be doubled.





## Nobilities

Nobilities are magical powers bequeathed to the Pevensie children by Aslan, through his animal friends. Before a nobility can be used, it must first be selected from the Nobility menu.

Press the **R Button** to pause the game and access the Inventory. Press the **+Control Pad Up/Down** to access the Nobility menu. Use the **+Control Pad Left/Right** to browse through the available nobilities and press the **A Button** to select. To use a selected Nobility, press the **B Button**.



Aslan's Song - Play Aslan's song on the panpipes to call a woodland creature out of hiding. Keep an eye out for animal tracks to let you know if any are around.





Great Protector - Repel enemies for a limited time.

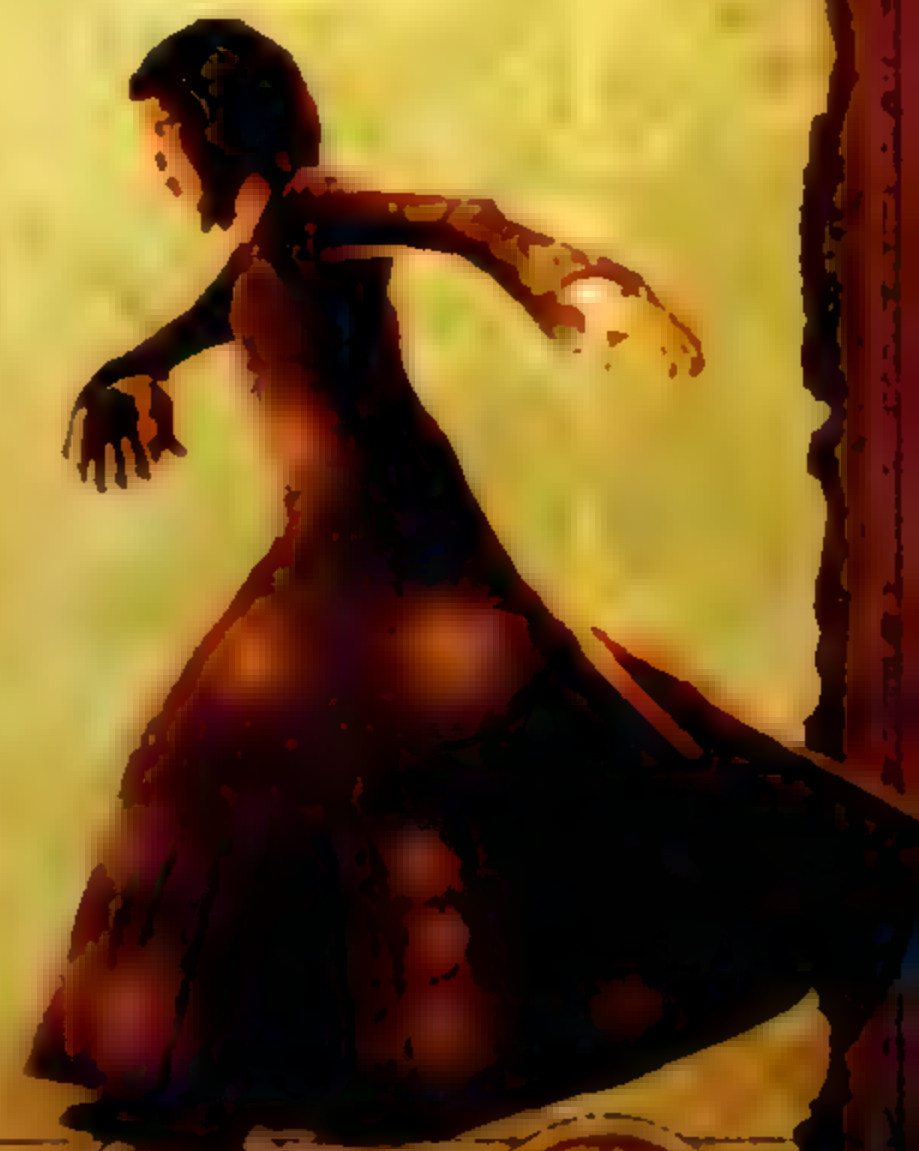


Warmth of Heart - Warm the party with a brief inner glow.



Strength of Character - Lift and throw small rocks. Press and hold the B Button to lift the object and release the button to throw it.

Silent Passage - Press and hold the B Button to sneak around enemies without making a sound.







Leap of Faith - Gives everyone in the party the energy to leap over small gaps.



Regal Presence - Cause some enemies to flee in fear.



Unified Face - When used, everyone in the party will join together and charge the enemy.



## Multiplayer

With the Game Boy Advance Wireless Adapter or the Game Boy Advance Game Link cable, you and a friend can cooperate and battle your way through most of the game's chapters.

Multiplayer mode becomes accessible after you have reached Chapter 3 and have saved the game. Only Chapters that feature more than one of the children will be accessible while in Multiplayer mode.

The host player, whose saved game is being used for the multiplayer game, will always play the lead character in the selected chapter. The second player will automatically be assigned a character.

Both players may fight side-by-side or independently explore different areas of the same map. When one player leaves a map, both players will be taken to the next map.

NOTE: Both players must ensure they have selected the same language before attempting to connect and start a game in Multiplayer mode.





### Mr. Tumnus' Lost Items

After capturing Mr. Tumnus, as an added punishment for helping the human children, the White Witch has had his possessions scattered all throughout Narnia. Once found, they will be returned to Mr. Tumnus' House, which is accessible from the In-Game menu. You may then select and read about each of the found items.







# Customer Support Information

## Internet Support

To access information about Buena Vista Games games on the World Wide Web, point your browser to **[www.buenavistagames.com/support](http://www.buenavistagames.com/support)**. You may also email a Buena Vista Games Customer Support representative at **[handheld.support@buenavistagames.com](mailto:handheld.support@buenavistagames.com)**

## Game Hints and Tips

Game hints and tips are available on the Buena Vista Games Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to **[www.buenavistagames.com/support](http://www.buenavistagames.com/support)**. If you do not have Internet access, please send a self-addressed stamped envelope with your request to the address below.

## Mailing Address

If you wish to write to us, our address is: Buena Vista Games Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.







### **Telephone Support**

You may contact Buena Vista Games Customer Support at (888) 817-2962. If you need additional information, our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).


### **TTY/TDD Users**

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is (888) 817-2962.

### **Limited Warranty**

Buena Vista Games warrants to the original consumer purchaser of the Game Pak that the medium on which the Game Pak is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Game Pak is sold "as is" without express or implied warranty of any kind, and Buena Vista Games is not responsible for any losses or damages of any kind resulting from use of this Game Pak. If a defect occurs during this ninety (90) day warranty period, Buena Vista Games will either repair or replace, at Buena Vista Games's option, the Game Pak free of charge. In the event that the Game Pak is no longer available, Buena Vista Games may, in its sole discretion, replace the Game Pak with a Game Pak of comparable value. The original





purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Buena Vista Games's reasonable satisfaction, that the product was purchased within the last ninety (90) days. If you need to replace a user-damaged Game Pak, please call the number listed under Telephone Support. There is a \$20.00 fee to replace a user-damaged Game Pak.

DISNEY AND WALDEN MEDIA PRESENT

•THE CHRONICLES OF•  
**NARNIA**

THE LION, THE WITCH AND THE WARDROBE

THE CHRONICLES OF NARNIA, NARNIA, and all book titles, characters and locales original thereto are trademarks of C.S. Lewis Pte Ltd. and are used with permission. © DISNEY ENTERPRISES, INC. and WALDEN MEDIA, LLC. All rights reserved.







K8058

Buena Vista Games

500 S. Buena Vista Street

Burbank, CA 91521

PRINTED IN USA